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Subject: Re: Tiberium delayed til 2010 fiscal year  
Posted by [nope.avi](#) on Fri, 01 Aug 2008 01:51:10 GMT  
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thrash300 wrote on Thu, 31 July 2008 20:38renohol wrote on Wed, 30 July 2008 00:59sorry folks, here's the scoop:

<http://www.gamespot.com/news/6195142.html?tag=latestnews;title;0>

[UPDATE] Following the publisher's earnings announcement today, EA held a conference call to address the quarter's outcome with analysts. While relatively light on new information, the publisher did reveal one delay that will impact its full-year fiscal performance. Namely, the publisher said that the EALA-developed first-person shooter Tiberium will now ship during its 2010 fiscal year, which begins April 1, 2009. Previously, the Command & Conquer-inspired shooter was expected to arrive for the Xbox 360, PS3, and PC this fall.

Maybe The Game Command And Conquer Tiberium Will Bring More Players To The Game  
Command And Conquer Renegade I Think.  
Or it may just drag them away.

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